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1 [Efficient user-space protocol implementations with QoS guarantees using real-time upcalls](#)

R. Gopalakrishnan, Gurudatta M. Parulkar

August 1998 IEEE/ACM Transactions on Networking (TON), Volume 6

Issue 4

Publisher: IEEE Press

Full text available: pdf(205.42 KB)

Additional Information: full citation, references, cited by, index terms

Keywords: multimedia communication, networks, operating system kernels, processor scheduling, protocols, real-time systems, transport protocols

2 [Client-server computing in mobile environments](#)

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 ACM Computing Surveys (CSUR), Volume 31 Issue 2

Publisher: ACM

Full text available: pdf(233.31 KB)

Additional Information: full citation, abstract, references, cited by, index terms, review

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

3 [Efficient architectural design space exploration via predictive modeling](#)

Engin Ipek, Sally A. McKee, Karan Singh, Rich Caruana, Bronis R. de Supinski, Martin Schulz


January 2008 ACM Transactions on Architecture and Code

FREE
NETWORK
MANAGEMENT
SOFTWARE
 USED BY OVER
250,000
IT PROS

SPACE WORKS

Optimization (TACO). Volume 4 Issue 4

Publisher: ACM

Full text available:  pdf(1.76 MB) Additional Information: full citation, abstract, references, index terms

Efficiently exploring exponential-size architectural design spaces with many interacting parameters remains an open problem: the sheer number of experiments required renders detailed simulation intractable. We attack this via an automated approach that ...


Keywords: Artificial neural networks, design space exploration, performance prediction, sensitivity studies

4 Data remapping for design space optimization of embedded memory systems

Rodric M. Rabbah, Krishna V. Palem

May 2003 ACM Transactions on Embedded Computing Systems (TECS). Volume 2 Issue 2

Publisher: ACM

Full text available:  pdf(885.05 KB) Additional Information: full citation, abstract, references, cited by, index terms

In this article, we present a novel linear time algorithm for *data remapping*, that is, (i) lightweight; (ii) fully automated; and (iii) applicable in the context of pointer-centric programming languages with dynamic memory allocation support. ...


Keywords: Design space exploration, caches, compiler optimization, data remapping, embedded systems, memory hierarchy, memory subsystem

5 Optimal File-Bundle Caching Algorithms for Data-Grids

Ekow Otoo, Doron Rotem, Alexandru Romosan

November 2004 SC '04: Proceedings of the 2004 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society

Full text available:  pdf(399.80 KB) Additional Information: full citation, abstract, references, cited by

The file-bundle caching problem arises frequently in scientific applications where jobs process several files concurrently. Consider a host system in a data-grid that maintains a disk cache for servicing jobs of file requests where a job is serviced ...

6 Reducing generational copy reserve overhead with fallback compaction

Phil McGachey, Antony L. Hosking

June 2006 ISMM '06: Proceedings of the 5th international symposium on Memory management

Publisher: ACM

Full text available:  pdf(817.15 KB) Additional Information: full citation, abstract, references, index terms

As programming languages with managed runtimes become increasingly popular, it is essential that virtual machines are implemented efficiently. The performance of the memory management subsystem can be a defining factor in the performance of the virtual machine ...


Keywords: copying collector, garbage collection, generational collector, java, mark and compact

7 Performance of broadcast and unknown server (BUS) in ATM LAN emulation

Hairong Sun, Xinyu Zang, Kishor S. Trivedi

June 2001 IEEE/ ACM Transactions on Networking (TON), Volume 9 Issue 3


Publisher: IEEE Press

Full text available:  pdf(263.63 KB) **Additional Information:** full citation, abstract, references, index terms

In this paper, we develop performance models of the Broadcast and Unknown Server (BUS) in the LANE. The traffic on the BUS is divided into two classes: the broadcast and multicast traffic, and the unicast relay flow. The broadcast and ...


Keywords: ATM, LAN emulation, broadcast and unknown server, stochastic petri net package, stochastic reward nets

8 Bandwidth allocation in a self-managing multimedia file server

 Vijay Sundaram, Prashant Shenoy

October 2001 MULTIMEDIA '01: Proceedings of the ninth ACM international conference on Multimedia

Publisher: ACM

Full text available:  pdf(299.16 KB) **Additional Information:** full citation, abstract, references, index terms


In this paper, we argue that manageability of file servers is just as important, if not more, as performance. We focus on the design of a self-managing file server and address the specific problem of automating bandwidth allocation to application classes ...

9 Delivering presentations from multimedia servers

Nevzat Hurkan Balkir, Gultekin Ozsoyoglu

December 1998 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 7 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(171.43 KB) **Additional Information:** full citation, abstract, references, cited by, index terms

Most multimedia servers reported in the literature are designed to serve multiple and independent video/audio streams. We think that, in future, multimedia servers will also serve complete presentations. Multimedia presentations provide unique opportunities ...

Keywords: Admission control, Buffer management, Flattening,

Multimedia presentations

10 [The Conquest file system: Better performance through a disk/persistent-RAM hybrid design](#)



An-I Andy Wang, Geoff Kuenning, Peter Reiher, Gerald Popek
August 2006 ACM Transactions on Storage (TOS), Volume 2 Issue 3
Publisher: ACM

Full text available: [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

Modern file systems assume the use of disk, a system-wide performance bottleneck for over a decade. Current disk caching and RAM file systems either impose high overhead to access memory content or fail to provide mechanisms to achieve data persistence ...

Keywords: Persistent RAM, file systems, performance measurement, storage management

11 [Scalable and fault-tolerant support for variable bit-rate data in the exedra streaming server](#)



Stergios V. Anastasiadis, Kenneth C. Sevcik, Michael Stumm
November 2005 ACM Transactions on Storage (TOS), Volume 1 Issue 4
Publisher: ACM

Full text available: [pdf\(1.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),
[index terms](#)

We describe the design and implementation of the Exedra continuous media server, and experimentally evaluate alternative resource management policies using a prototype system that we built. Exedra has been designed to provide scalable and efficient support ...

Keywords: Content distribution, multimedia compression

12 [Reactive provisioning of backend databases in shared dynamic content server clusters](#)



Gokul Soundararajan, Cristiana Amza
December 2006 ACM Transactions on Autonomous and Adaptive Systems (TAAS), Volume 1 Issue 2
Publisher: ACM

Full text available: [pdf\(928.76 KB\)](#) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

This paper introduces a self-configuring architecture for on-demand and resource allocation to applications in a shared database cluster. We use a unified approach to load and fault management based on data replication and reactive replica provisioning. ...

Keywords: Autonomic systems, databases, query processing, transactions

13 [Myths and realities: the performance impact of garbage collection](#)

Stephen M. Blackburn, Perry Cheng, Kathryn S. McKinley



June 2004 SI GMETRI CS '04/ Performance '04: Proceedings of the joint international conference on Measurement and modeling of computer systems

Publisher: ACM

Additional Information: full citation, abstract,

Full text available: pdf(305.06 KB)

references, cited by, index terms, review

This paper explores and quantifies garbage collection behavior for three whole heap collectors and generational counterparts: *copying semi-space*, *mark-sweep*, and *reference counting*, the canonical algorithms from which essentially all other ...

Keyw ords: generational, java, mark-sweep, reference counting, semi-space

14 Improving storage system availability with D-GRAID



Muthian Sivathanu, Vijayan Prabhakaran, Andrea C. Arpaci-Dusseau, Remzi H. Arpaci-Dusseau

May 2005 ACM Transactions on Storage (TOS), Volume 1 Issue 2

Publisher: ACM

Additional Information: full citation, abstract,

Full text available: pdf(709.30 KB)

references, index terms, review

We present the design, implementation, and evaluation of D-GRAID, a gracefully degrading and quickly recovering RAID storage array. D-GRAID ensures that most files within the file system remain available even when an unexpectedly high number of faults ...

Keyw ords: Block-based storage, Disk array, RAID, fault isolation, file systems, smart disks

15 FreeLoader: Scavenging Desktop Storage Resources for Scientific Data

Sudharshan S. Vazhkudai, Xiaosong Ma, Vincent W. Freeh, Jonathan W. Strickland, Nandan Tammineedi, Stephen L. Scott

November 2005 SC '05: Proceedings of the 2005 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society

Additional Information: full citation, abstract,

Full text available: pdf(410.23 KB)

references, cited by, index terms

High-end computing is suffering a data deluge from experiments, simulations, and apparatus that creates overwhelming application dataset sizes. End-user workstations-despite more processing power than ever before-are ill-equipped to cope with such data ...

Keyw ords: Distributed storage, storage scavenging, storage cache, serverless storage system, scientific data management, parallel I/O, striped storage

16

Myths and realities: the performance impact of garbage collection



Stephen M. Blackburn, Perry Cheng, Kathryn S. McKinley
 June 2004 ACM SIGMETRICS Performance Evaluation Review, Volume
 32 Issue 1
 Publisher: ACM

Full text available: pdf(305.06 KB) Additional Information: full citation, abstract,
 references, cited by, index
 terms, review

This paper explores and quantifies garbage collection behavior for three whole heap collectors and generational counterparts: *copying semi-space*, *mark-sweep*, and *reference counting*, the canonical algorithms from which essentially all other ...

Keywords: generational, java, mark-sweep, reference counting, semi-space

17 Separating Abstractions from Resources in a Tactical Storage System

Douglas Thain, Sander Klous, Justin Wozniak, Paul Brenner, Aaron Striegel, Jesus Izaguirre
 November 2005 SC '05: Proceedings of the 2005 ACM/IEEE conference on Supercomputing
 Publisher: IEEE Computer Society

Full text available: pdf(401.40 KB) Additional Information: full citation, abstract,
 references, cited by, index
 terms

Sharing data and storage space in a distributed system remains a difficult task for ordinary users, who are constrained to the fixed abstractions and resources provided by administrators. To remedy this situation, we introduce the concept of a tactical ...

18 CRAMM: virtual memory support for garbage-collected applications

Ting Yang, Emery D. Berger, Scott F. Kaplan, J. Eliot B. Moss
 November 2005 OSDI '06: Proceedings of the 7th symposium on Operating systems design and implementation
 Publisher: USENIX Association

Full text available: pdf(349.95 KB) Additional Information: full citation, abstract,
 references

Existing virtual memory systems usually work well with applications written in C and C++, but they do not provide adequate support for garbage-collected applications. The performance of garbage-collected applications is sensitive to heap size. Larger ...

19 IP Easy-pass: a light-weight network-edge resource access control

Haining Wang, Abhijit Bose, Mohamed El-Gendy, Kang G. Shin
 December 2005 IEEE/ACM Transactions on Networking (TON), Volume
 13 Issue 6
 Publisher: IEEE Press

Full text available: pdf(721.97 KB) Additional Information: full citation, abstract,
 references, index terms

Providing real-time communication services to multimedia applications and subscription-based Internet access often requires that sufficient network resources be reserved for real-time traffic. However, the reserved network resource is susceptible to ...

Keywords: network QoS, resource access control


20 [A distributed database architecture for global roaming in next-generation mobile networks](#)

Zuji Mao, Christos Douligeris

February 2004 IEEE/ ACM Transactions on Networking (TON), Volume 12

Issue 1

Publisher: IEEE Press

Full text available:  pdf(427.81 KB)

Additional Information: full citation, abstract, references, index terms

The next-generation mobile network will support terminal mobility, personal mobility, and service provider portability, making global roaming seamless. A location-independent personal telecommunication number (PTN) scheme is conducive to implementing ...

Keywords: database architecture, location management, location tracking, mobile networks

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